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DOCTOR • WHO

ADVENTURE



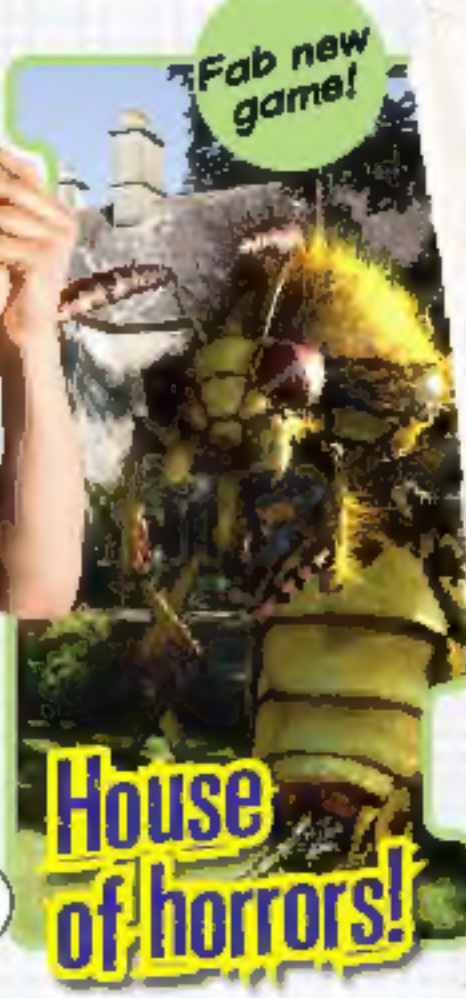
Shhhh!
Silence in the Library!



**Skeleton
SCARES!**



**Genius
at work!**



**Fab new
game!**

**House
of horrors!**



**Count the
whodunnit!**

CE

HMA, HPA and CE are suitable for children under 18 months due to small parts. CHOKING HAZARD. Pen will also be damaged if not removed. Please refer to the information for further details.

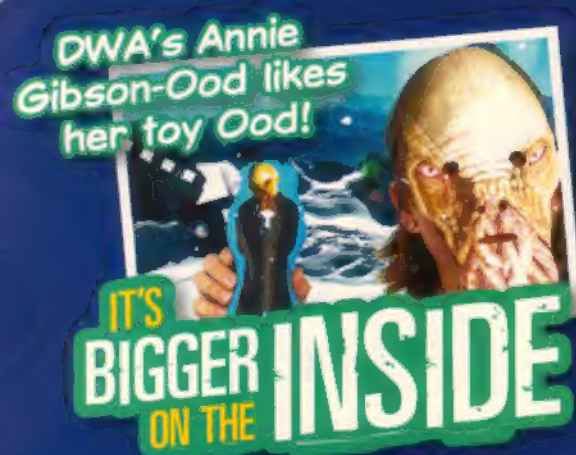
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Welcome to the latest issue of **Doctor Who Adventures**. Looking for monsters? Then look no further! They're all here. We've got **Ood**, we've got **Sontarans**, even the **Vashta Nerada** are lurking in the shadows! Have fun playing our game on page 12 – make sure you don't get **stung** by the **Vespiform**. See you next week for more adventures in time and space! Bye!

The DWA team

WIN! SKORR SEARCH

That bad Sontaran Skorr is hiding in DWA! Tell us which page he's on and you could win this great *Doctor Who* Uno set!



Send entries marked SKORR SEARCH to the address on page 28. Closing date: 23 June 2008.



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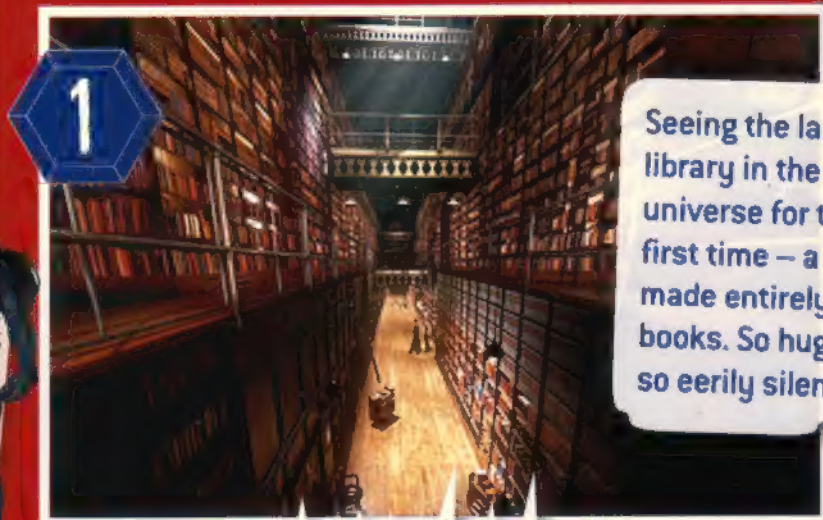
Turn to page 20 for a great offer!
Subscription enquiries: 0844 815 0017

WOW!

5 AMAZING MOMENTS FROM

Silence in the Library

Our top bits from this chilling episode!



1

Seeing the largest library in the universe for the first time – a planet made entirely of books. So huge and so eerily silent.

2

Scary spaceman!



The arrival of the others! We had no idea if these faceless spacemen were good or bad, human or monster, only that the Library had been breached!

**WHO
WATCH!**

You're younger
than I've ever
seen you!

3

The shock of discovering
Professor River Song
is from the Doctor's
future and has a sonic
screwdriver too!

Snap!

4

The first time the
Vashta Nerada strike.
They devour poor
Miss Evangelista in
seconds but her voice
still carries on.

I can't see,
I can't...
where am I?

Donna?

Donna Noble
has left the
Library. Donna
Noble has been
saved.

5

Who turned out
the lights?

ARGGH!

The cliffhanger! With the
Vashta Nerada swarming
after the Doctor and Donna's
face appearing on that
scary Node, we can't wait
for next week's adventure!

**Turn over for
next episode
secrets!**



This week's **EPISODE**

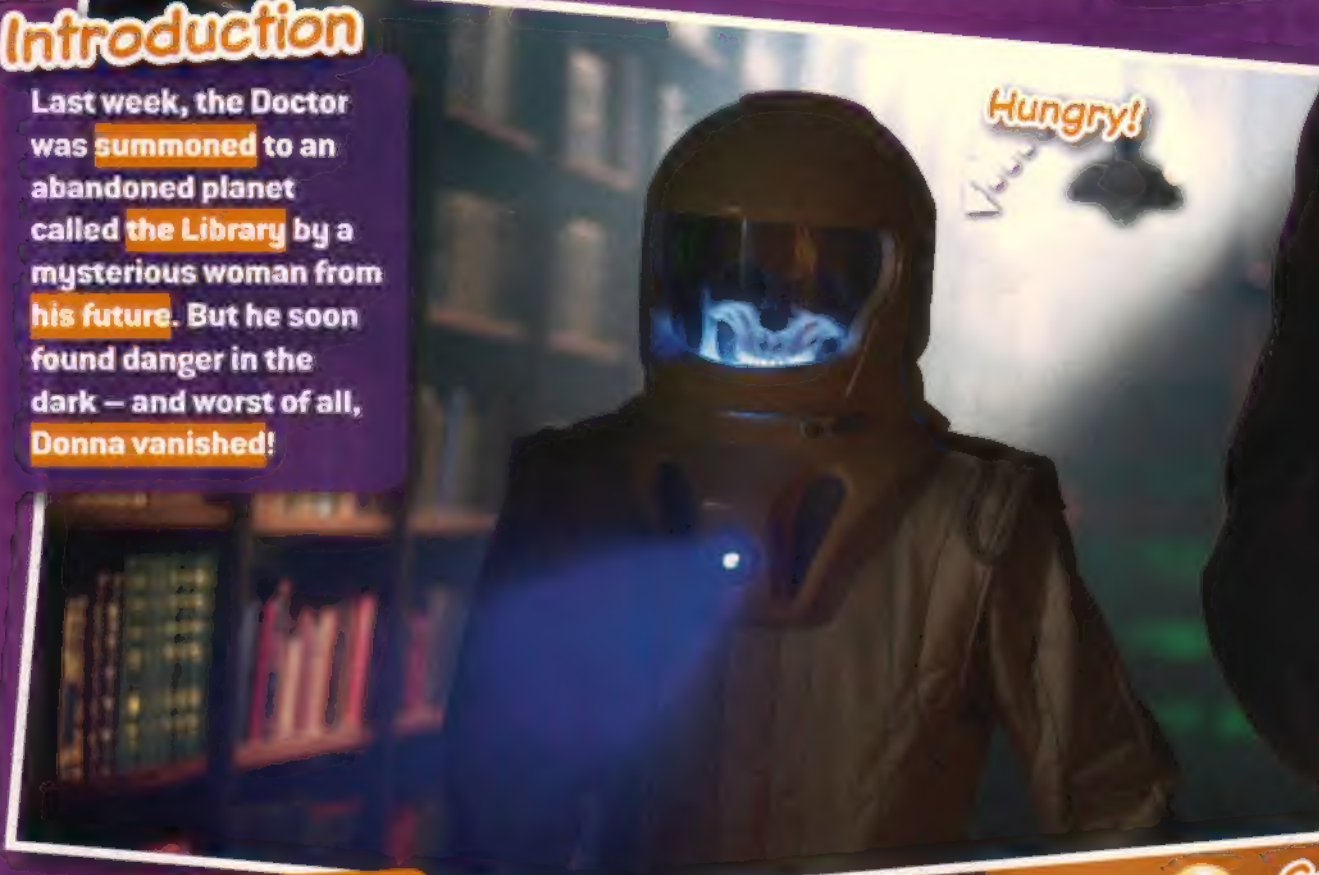
WHO
WATCH!

Forest of the Dead

Psst! Read on for a sneak preview of this week's chilling adventure!

Introduction

Last week, the Doctor was **summoned** to an abandoned planet called **the Library** by a mysterious woman from **his future**. But he soon found danger in the dark – and worst of all, **Donna vanished!**



1

Dinner time!

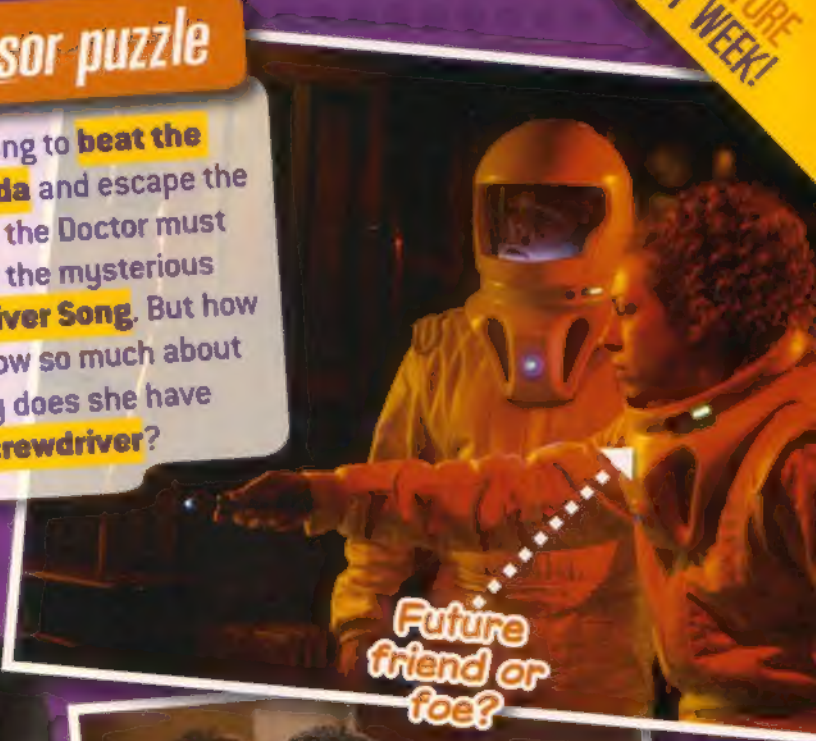
After **a hundred years** of lurking in the shadows without any fresh flesh to feast on, the **Vashta Nerada** are very, very hungry. But now that the Library has been **breached** the man-eating shadows can't wait to **devour the Doctor** and his new friends!



2

Professor puzzle

If they are going to **beat the Vashta Nerada** and escape the Library alive, the Doctor must team up with the mysterious **Professor River Song**. But how does she know so much about him and why does she have his **sonic screwdriver**?



Future
friend or
foe?



Whose
family is
this?

3

Saved?

The Doctor soon realises he must **solve the riddle** of the Library in order to save Donna. But while he learns startling facts about his **own future**, and **ancient family secrets** come to light, the nasty Nodes declare that **Donna Noble is doomed!**



What is
Felman Lux
hiding?

Flip over
for our
Time Agent
tracker
page!

DON'T MISS *Forest of the Dead* on BBC One, Saturday 7 June, but remember to stay in the light and count the shadows!

NEXT
WEEK

*Trouble on
the planet
Midnight!*





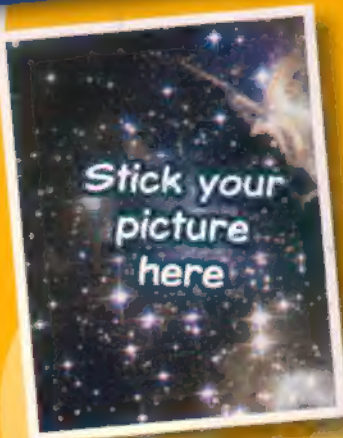
This week's **SCORECARD**

Time Agent

TRACKER

EPISODE 9

Your mission is to watch
Forest of the Dead and
then score it here!



Stick your
picture
here

YOUR TIME AGENT NAME

**SCARE
FACTOR**

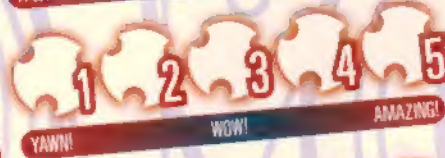


A LITTLE SCARY

SERIOUSLY SPOOKY

AAAAARGH!

**THRILL
FACTOR**



YAWN!

WOW!

AMAZING!

**SHOCK
FACTOR**



SAW IT COMING

DIDN'T EXPECT THAT!

NOOOO WAY!

**DOCTOR
DANGER**



EASY-PEASY!

UH-OH!

POUNCE!

Draw
Professor
Song here!

TOTAL SCORE

/20



My family built
the Library and I won't
hear a word against
it! Now mark each of
these out of five and
add them together
to find your final
score.

The best bit was

because

My fave character was

because

The scariest bit was

My top quote was

Draw CAL
here!

If you post this page to the address on page 30, or scan it in and email it to us at dwa@bbc.co.uk,
putting 'TRACKER' in the subject line, you might appear with your scores in the magazine!

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DOCTOR • WHO

ADVENTURES

"The sky is
FALLING!"

CAECILIUS in THE FIRES OF POMPEII

This week's **ENEMY**

THINGS TO DO WITH A DEFEATED ENEMY

The Hath

Stuck on an alien planet and really, really thirsty? Just ask a Hath to mix you a fancy, fruity, fizzy drink with his handy liquid respirator.



Mmm - thank you.
Looks lovely!

SPLOSH!

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This week's **TOP SCENE**

TALES from the TARDIS



Rakaia
McAdam-Duff
fave scene!

From: *The Poison Sky* Brill factor: 5/5

1

Tell us about the gas. It's not just poison, what's it for? Martha, please!

While the Doctor tries to fix the **teleport**, Martha begs her **clone** for information on what the **Sontarans** are up to.

Caesofine Concentrate. It's one part Bostine, two parts Probic 5.

2

It's Clonefeed! That's why they're not invading - they're converting the atmosphere, changing the planet into a clone world!

The Doctor's **figured it out**, and it's bad news... The **Sontarans** are going to populate **Earth** with **clone soldiers**!

3

Have I ever told you how much I hate you?

On the bright side, at least the Doctor's **fixed the teleport**... so he **zaps Donna** from the **Sontaran ship**.

4

ZOING!

But there's no time to **celebrate with Donna**, the Doctor needs his **TARDIS** back, too!

5

We're not going back on that ship!

The **team** are finally **together** again, but where is the Doctor **teleporting** them now?

6

Back to the **Rattigan Academy**... the Doctor thinks **Luke** might have something **clever** he can use against the Sontarans.

COOL WHO ACTION EVERY WEEK!

7

Increase the ATMOS devices to maximum. Choke them!

Meanwhile, the **Sontarans** step up their **evil plans** and General Staal orders **human extermination!**

8

My little girl, it'll be alright. Donna said so, she promised!

SOB!

Back on **Earth**, **Wilf and Sylvia** – along with all mankind – are completely **terrified**. They've got no idea what the **gas** is!

9

They promised me a new world!

You were building all the equipment, ready to transform el mondo, Luco, so humans could live there and breathe the air with this – an Atmospheric Converter.

The Doctor is **furious** with **Luke** for helping the **Sontarans**, but maybe one of his contraptions can **save the Earth**.

10

Without a moment to lose, the Doctor races **outside** and tries to **programme the machine**.

I have to get it on the right setting!

12

Doctor, hold on. You said the atmosphere would ignite.

Phew! The Doctor gets the **machine** working and sends a **fireball** up into the murky **sky**. But how will this help?

Yeh. I did, didn't I?

11

Like the rest of the **Earth**, **London** looks **grey and gloomy**... is this the **end of the world** as we know it?

13

WHOOOMP!

The Doctor's done it! The **sky's literally on fire** and the poisonous **gas** is vanishing!

14

As the **fire spreads** across the Earth, all the Sontarans can do is **watch**. They're **no match** for the Doctor!

WHAT'S HAPPENING?

NEXT WEEK

The Doctor's Daughter!

What's YOUR favourite? Email your top scene along with a clear photo of yourself to dwn@bbc.co.uk. Put 'TALES FROM THE TARDIS' as the subject!

This week's **GAME**

**START
HERE**

Your personal spider gets
you into the party

CLUE!

Garden

GARDEN
INTERROGATION

Answer a
question

House of horrors!

**FINISH
HERE**

25

Lake

The vile Vespiform is following you around the house. Be the first to lure it to the lake – quick smart!

Cut out the Doctor and Donna counters below and use a dice to get yourself around this mysterious house.

If you're the first to land on a clue, move forward one space. If you land on an interrogation square, answer a question linked with the room you're in. Get it right and move forward one space... get it wrong, and you'll have to go back two spaces!

DINING ROOM INTERROGATION

1. What does the Doctor put in the soup?

- A. Pepper
- B. Salt

2. What is Susan doing the blackout?

- A. The Firestone
- B. The Doctor's magnifying glass

3. During the blackout, what do we see Hugh Corbush do for the first time?

- A. Blow his nose
- B. Get out of his wheelchair

The answers are on page 32

24

You've been hiding a terrible secret from the other guests – shame on you!

Move back 5 spaces

Sitting room

23

20

You've angered the Vespiform, and put everyone at risk!

Move back 5 spaces

18

DINING ROOM
INTERROGATION

Answer a
question

22

CLUE!

The Firestone

21

19

Dining room

5

CLUE!

The lead piping

6

You were too late to stop the murderous Vespiform!
Move back 3 spaces

8

9

Answer a question

GARDEN INTERROGATION

1. How does the Doctor know the TARDIS has landed in the 1920s?
 - A. It smells like the 1920s
 - B. He secretly spiked a pepper-bag
2. The Widow looks loving to...
 - A. Reverend Gollightly
 - B. Robina Redwood
3. Who was crushed by the statue?
 - A. Miss Chondralis
 - B. The boys who stole from the church

LIBRARY INTERROGATION

1. Who is left over the head with lead piping?
 - A. Professor Fench
 - B. Dunsen
2. What was Agatha and Sir the...?
 - A. Cool
 - B. A piece of paper
3. Who was the...?
 - A. Morpheus
 - B. Miss...?

REAR INTERROGATION

1. ...?
2. ...?
3. ...?
4. ...?
5. ...?
6. ...?
7. ...?
8. ...?
9. ...?
10. ...?

Bedroom

How like a DWA reader to have fun when there's disaster all around...



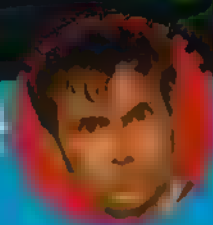
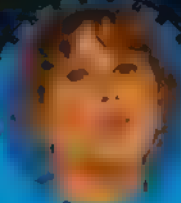
You stop Agatha teaching the nasty sting - well done!
Move forward 2 spaces

CLUE!

Sparkling cyanide!



Kitchen



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Dylan's 3D adventure

Oh no, Dylan's lost his laptop. Can you help the Famous 5 track it down?
Just cut out the box, glue the tabs and get searching.



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MASTER

MINDS

This week's QUIZ



Let's see if you can outsmart the Master!

Silence in the Library

Fiendish!

Easy!

Tricky!

I trust the Doctor with my life.

How does the little girl move around the Library?

- ☐ A By taxi
- ☐ B By wishing
- ☐ C By teleporting



When Anita's grandpa becomes a Data Ghost he keeps talking about...

- ☐ A An overdue library book
- ☐ B Someone turning out the lights
- ☐ C Shoelaces

The Doctor and the others are told to count...

- ☐ A To 10
- ☐ B The shadows
- ☐ C Their chickens before they hatch

How long has the Library been silent for?

- ☐ A Shh! It's always been silent
- ☐ B 1 000 years
- ☐ C 100 years

Why does the Doctor venture to the Library?

- ☐ A He got a message on his psychic paper
- ☐ B The TARD S just landed there
- ☐ C He wanted some peace and quiet away from Donna

4

- ☐ A
- ☐ B
- ☐ C

5

- ☐ A
- ☐ B
- ☐ C

6

- ☐ A
- ☐ B
- ☐ C

Your score!

All correct -

4-2-

0-3-



This week's **FACT FILE**

The natural Ood

Meet the frondy-faced fellows who love to sing!

Who are they?

The natural Ood are a gentle race of tentacle-faced creatures who live on the planet Ood-Sphere. The Doctor and Donna meet them in the year 4128.

ESSENTIAL INFO!

SPECIES
Ood

HOME PLANET
The Ood-Sphere

SKILLS
Singing and telepathy

Clothes

They are dressed like slaves in rough, dirty tunics.

Slave race

In the 42nd century, it's normal for all humans to have Ood servants. On the outside, the Ood seem happy to serve but as the Doctor and Donna discover, the truth is much more sinister!

Hind brain

Their second brain processes memory and emotions.

Poor caged Ood!

The Ood are born to serve. Otherwise, we would die.

Wild Ood

Two hundred years earlier, Halpen's greedy grandfather found the natural Ood running wild on the icy Ood-Sphere and realised he could make quick money. He captured the defenceless creatures and set up Ood Operations to sell them around the Tri-Galactic.

The Ood are treated as slaves

FOTO!

LOADS OF INFO EVERY WEEK!

Not all humans think Ood should be slaves. Meet some friends of the Ood.

LA LA LA!

Sad song

The Ood communicate telepathically. The Doctor heard their song of captivity and realised it was a cry for help.

Operating on the Ood

Ood Operations **cuts off the Ood hind brain** and stitches on a translator orb so that the creatures can **communicate** with humans – but this robs them of all emotion. The natural Ood are **unspoilt** and **feel the terrible pain** of being caged, so they sing to each other.



Dr Rydek

10 years infiltrating Ood **lowers the barrier** between Ood brain and man. Halpen **chucks him over some railings** into brain.

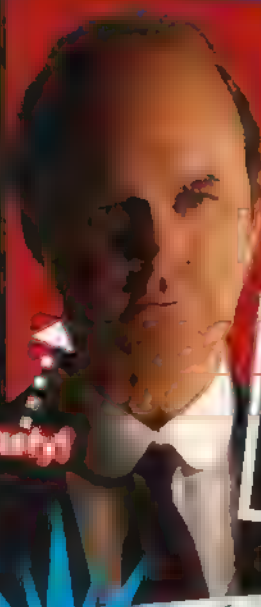


The Doctor Donna

The Doctor feels he **owes the Ood** after seeing them die with the Beast on **Krop Tor**, so he and Donna set about trying to **free them**.



Are there Ood running wild somewhere? Like wildebeest?



Horrid hairless Halpen

The head of Ood Operations is definitely **not a friend of the Ood**. However, with repeated glugs of Ood Sigma's **'hair tonic'** he eventually becomes **Oodkind**.



Next!

NEXT WEEK!

Agatha Christie facts!



DOCTOR · W.H.C.

ADVENTURES





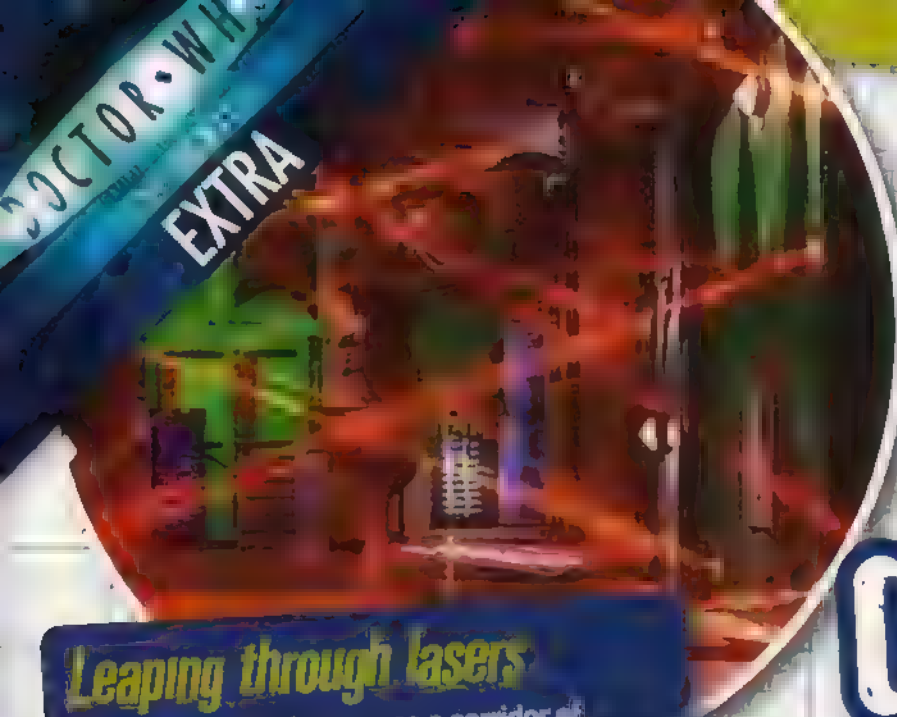
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Forest of the Dead

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DOCTOR WHO
EXTRA

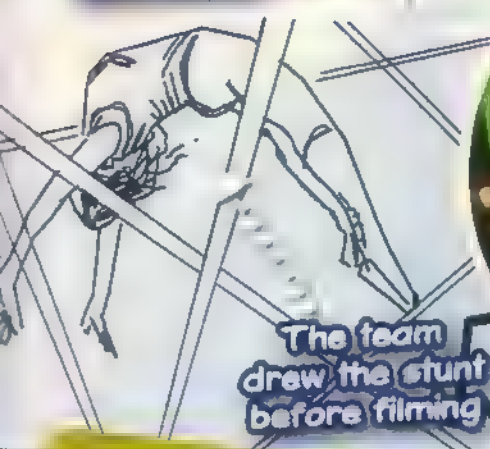
THIS WEEK'S SECRETS

Jenny the gymnast

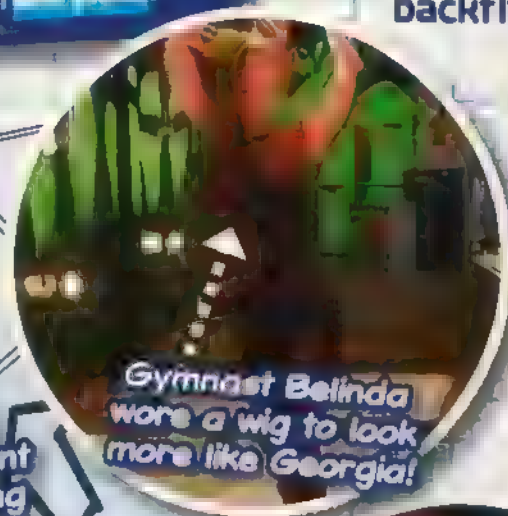
Leaping through lasers

When Jenny needs to cross a corridor of deadly laser beams to reach the Doctor, she impresses her dad by cleverly hanging herself through the beams, landing in one piece!

Take a look at how the Doctor's daughter jumped, backflipped and cartwheeled to safety!



The team drew the stunt before filming



Gymnast Belinda wore a wig to look more like Georgia!

Daughter double

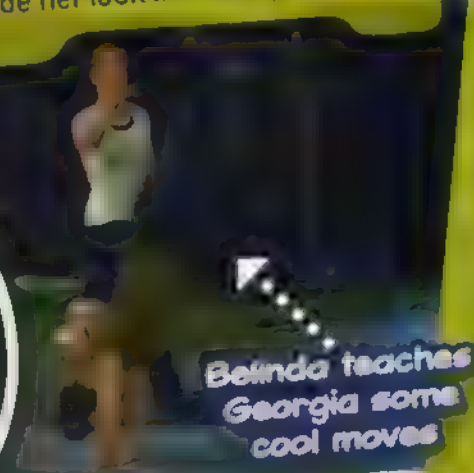
Jenny actress Georgia Moffett says she tried the stunt herself, "but it didn't look very cool!" So the team recruited a gymnast, Belinda, and made her look like Georgia!

Training time

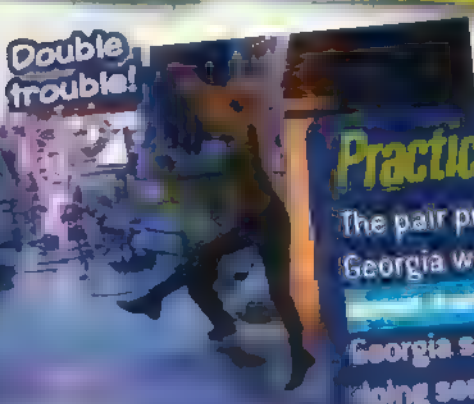
Even though Georgia had a stunt double, she still needed training, as she had to be on screen for the start and finish of the sequence. For it to look realistic, she had to begin and end her moves like a pro!



Georgia in action!



Belinda teaches Georgia some cool moves



Double trouble!

Practice makes perfect

The pair practised the stunt for hours. Georgia was amazed that Belinda could do it for so long! During filming, Georgia showed she'd picked up a few tricks by doing some acrobatics and hanging herself!



Georgia learns how to land at the end of the stunt

WORDS BY MEL BOZALIEL WITH SPECIAL THANKS TO HARRISON WILLIAMS

DOCTOR WHO

THE CONTINUITY CAP

PART TWO

Previously in *Doctor Who Adventures*:
Earth's history has been *shuffled* like
a deck of cards, thanks to *decision-*
changing company ReThink.

Caught up in a protest against the
company by FAD - the *Friends of*
Authoritative Decisions, the Doctor
and Donna face arrest by the Isle of
Wight Imperium Militia...

Doctor, I think
maybe it's time
we did the usual...

Agreed.
RUN!

Script CHRISTOPHER COOPER
Art JOHN ROSS
Colours ALAN CRADDOCK
Letters PAUL VYSE



This
way.

See.
Pilmsoles.
Perfect.

We need to get into the
compound. I'd use my
sonic screwdriver, but
for some reason it's
turned into a *sonic*
toothbrush.

You know,
despite smelling
of fish, these
claws come in
pretty useful.

OK. There's
reception. Look
normal.

Don't worry,
Doctor. I think
I can *handle*
this one.

That's *easy*
enough for you
to say.

Hello. I have a 3pm
appointment for
a consultation at
ReThink.

Three o'clock?
Lady Philomena
Philpot?

That's, erm... Mè!
Yes. Lady Philomena
Philpot. It's a
family tradition. Or
something. Here's
my ID.

That's *psychic* paper, sir.

Spoilsport. How did you know?

I've got a Masters degree in *Psychic Divination*, sir.

Now, please leave quietly or I shall be *forced* to call security.

S.A. STEPHEN CROPPER

FOUNDER AND PROPRIETOR

Psychic or not, I bet you didn't see *that* coming!

I have a *very* urgent need to see this ReThinX bloke. So just open the security gate and let us through, or you'll be getting an *extremely* clumsy *manicure*, care of *these* beauties.

Ah! It so happens we've *just* this *second* had a *cancellation*! Please, go straight on through.

You're getting rather attached to those, aren't you?

They do come in *handy*. Get it? Handy!

CLICK
CLICK



Your Ladyship,
it's so good to...
*What? But you're
not Lady Philpot!*

I'm afraid Lady Philpot is
indisposed. I was passing
by and had a bit of time on
my hands, so I thought I'd
fill in and see what all the
fuss is about.

Sir Stephen
Cropper, I
presume?



I am Sir
Stephen, yes...
Ouch!

Donna!

What? I
didn't even
click them!



You're not some of those FAD
people are you? I'll give you
anything you want, just please
don't hurt me. Everything just got
out of hand!

No offence.

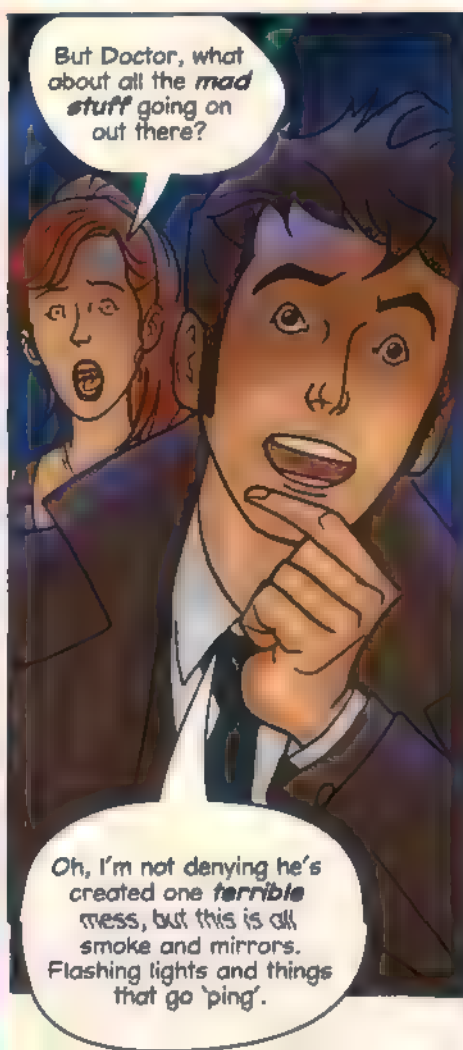
Don't worry, we're
not FAD. All I *really*
want is to see this
marvellous machine
of yours.



Ha! This
is brilliant!
Beautiful, in fact.

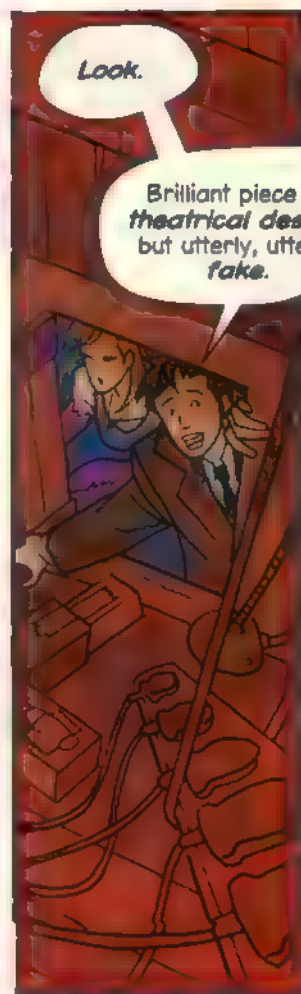
Thank you. I
spent *years*
perfecting the
design, once I'd
figured out the
science.

Science?
This is pure
theatre!



But Doctor, what
about all the *mad*
stuff going on
out there?

Oh, I'm not denying he's
created one *terrible*
mess, but this is all
smoke and mirrors.
Flashing lights and things
that go 'ping'.



Look.

Brilliant piece of
theatrical design,
but utterly, utterly
fake.



Except for *this*.



Where did you get this?

I... I designed it...?

No you didn't. Do you know how much *danger* you've put this planet in? Now where did you get it?



In a bed and breakfast in Cardiff.

Cardiff? What is it with Cardiff? It's like a *Mecca* for absent-minded aliens!

I was on the road, selling office furniture. Things weren't going so well, and *then* I found the cap.



So you felt *compelled* to try it on, right?

Yes, and it was *wonderful*. I saw all the mistakes I'd made in the past, and at the very same moment all the *possibilities* that would have happened had I taken a *different* path.



Of course, I knew I could *never* use it myself. Any decision I changed in my past would mean I *would never have found the cap* to use it in the first place, creating a *temporal paradox*...

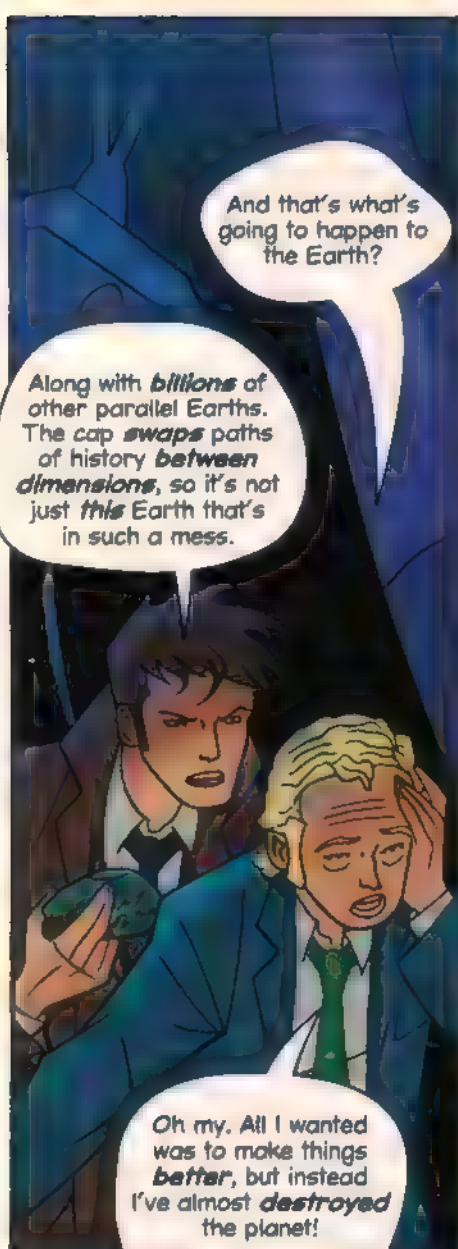
But I *knew* other people were unhappy enough with their lot in life to pay *big bucks* to use the cap, so I founded ReThink, and the rest is history.



Was history, you mean! Doctor, what is this thing?

A relic of the *Dark Times*. There was once a race called the *Hyffons*, whose planet was embroiled in a *terrible war*, until someone created the *Continuity Cap*, reshaping the planet's political history to stop the war from *ever* happening.

But the cap fell into the *wrong* hands and was *misused*. So much history was changed that the entire race *vanished* in a puff of its own continuity.



And that's what's going to happen to the Earth?

Along with *billions* of other parallel Earths. The cap *swaps* paths of history *between dimensions*, so it's not just *this* Earth that's in such a mess.

Oh my. All I wanted was to make things *better*, but instead I've almost *destroyed* the planet!



Luckily, there is an easy way to *reset* everything. Problems with the space-time continuum are a bit like finding a *pulled thread* in a ridiculously *long scarf*. Once you know where the thread has come loose, it's easy enough to fix.

So, it's *not* too late?

It's *never* too late, Donna. Quickly! We need to be inside the *protection field* of the TARDIS for this to *work*.



Soon...

Sir Stephen, all you have to do is put on the Continuity Cap and *revisit* the decision you made that *started* all this. Decide *not* to wear the cap, and leave it in a *sealed envelope* addressed to me instead.

But if I go *back* and change things *then*, then *this* now will never have *happened* and you'll never have been here to tell me to go back to *then*!

I have a *habit* of turning up where I'm not wanted. Just put the cap on.

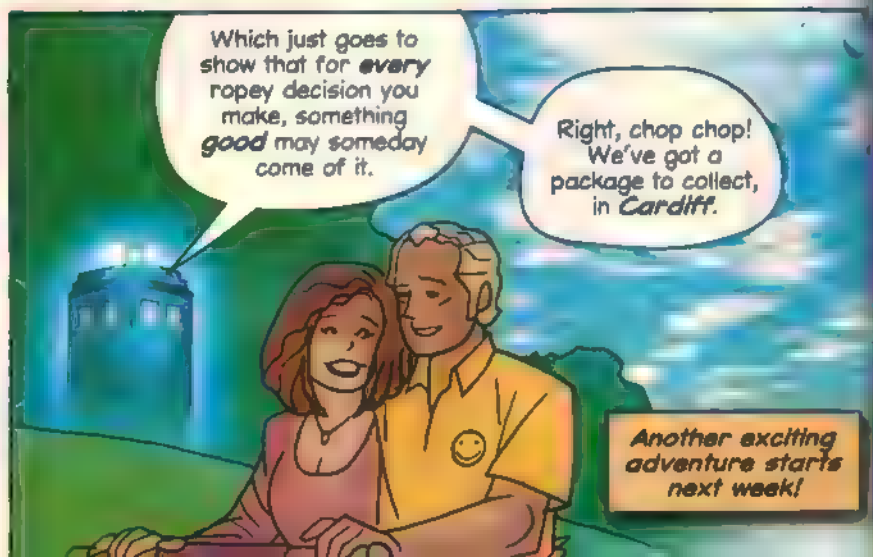


plop!



My hands! I *have* hands! It *worked*. Everything is back to how it should be.

And look who it is.



Which just goes to show that for *every* ropey decision you make, something *good* may someday come of it.

Right, chop chop! We've got a package to collect, in *Cardiff*.

Another exciting adventure starts next week!

THE DOCTOR'S DATA

Luke Rattigan

Appearances
The Sontaran Stratagem
The Poison Sky (2008)

Character
Luke Rattigan is the misguided child genius who teams up with the Sontarans to fit ATMDS into 400 million cars worldwide

Skills
A huge brain! Luke invented the Fountain Six Search Engine when he was just 12 years old and became a millionaire overnight. He runs the Rattigan Academy – a school for other brainiacs from around the globe

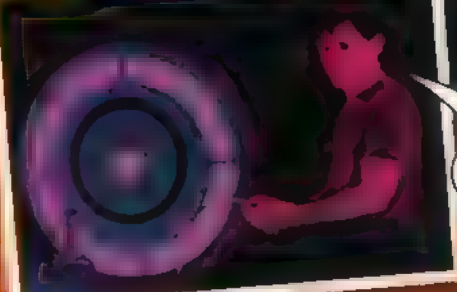
Plot
Luke believes the Sontarans will take him and his students to planet Castor 36 to start a new civilisation. But they are lying!

I'm cleverer than you! I'm cleverer than everyone!

WATCH OUT FOR...

Luke Rattigan is a child genius who teams up with the Sontarans to fit ATMDS into 400 million cars worldwide. He runs the Rattigan Academy – a school for other brainiacs from around the globe. Luke believes the Sontarans will take him and his students to planet Castor 36 to start a new civilisation. But they are lying!

KA-BOOOOOM!



Sontarans? Ha!

This week's **GOODIES**

LEGO Indiana Jones

To celebrate the release of *Indiana Jones and the Kingdom of the Crystal Skull*, in cinemas now, LucasArts presents **LEGO Indiana Jones: The Original Adventures**. Now you can follow Dr Jones's escapades through the jungles of South America to the mountain tops of India! One winner will receive an **XBox 360 and game**, and four runners-up will bag the game.

5 winners!

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Which planet did Luke plan to move to after the Sontaran attack?

Call 0901 077 1009 to enter or text **WHOB LEGO** to 83010 now!

Calls cost 30p from BT landlines, other networks and mobiles may vary. Texts cost 25p plus usual network charges. www.legoindianajones.co.uk

WHO WINS?

National Treasure

The fantastic *National Treasure: Book of Secrets* is out to own on DVD and Blu-ray from 2 June, so we're giving away bags of *National Treasure* goodies! One winner will receive a special edition MP3 player watch, DVD player and DVD, and 10 runners-up will get the fab DVD.

Natural Ood like to sing – true or false?

Call 0901 077 1009 to enter or text **WHOB TREASURE** to 83010 now!



11 winners!

3 WAYS TO ENTER!

BY PHONE: Call the phone line and leave your name, age, address and answer! Calls cost 30p from BT landlines, other networks and mobiles may vary. Always ask the bill payer before calling.

BY TEXT: Text the correct subject (eg **WHOB LEGO**), answer, name, age and address to 83010. Texts cost 25p plus network extras.

BY POST: Put your answer, name, age and address in an envelope and send to **WHO WINS?** Issue 67, PO Box 114, Leatherhead, Surrey KT22 9DG. Write the name of the prize on the envelope, too!

Closing date: 23 June 2008

ENTERING BY POST: *DRAGONHIDE* *DRAGONHIDE* Competitions, PO Box 667, Leatherhead, Surrey KT22 9DE. *DRAGONHIDE* *DRAGONHIDE* Competitions are open to residents of the UK, Ireland and the Channel Islands, except employees of the BBC, *DRAGONHIDE* *DRAGONHIDE* prizes and anyone else connected with the competition and their families. Winners will be the first correct entries drawn after the closing date. No purchase necessary. No responsibility can be accepted for entries lost or damaged. *DRAGONHIDE* *DRAGONHIDE* will not enter into any correspondence. The winners will be notified accordingly and their names and address will be available on request. **TEXT WINNING AND CORRESPONDENCE:** Competition entries will cost 25p plus network extras – check with your network operator. Please post permission from the bill payer before calling or leaving your competition entry. To take part in each *DRAGONHIDE* Competition, but the keyword entered in the competition is *DRAGONHIDE*. Misspelled keywords will not be accepted. All competition entries for this issue must be received by 23 June 2008. *DRAGONHIDE* *DRAGONHIDE* will not be liable for any delays in the receipt of any SMS messages or delivery is subject to sufficient transmission from your network operator. Messages sent to *DRAGONHIDE* *DRAGONHIDE* will be charged at your standard operator rate. The message you receive to confirm your competition entry has been received and entered will be charged at 25p. On closure of the competition, *DRAGONHIDE* *DRAGONHIDE* will have no further obligation thereafter in forwarding contest-related messages to the user or any other party.

Both answers are somewhere in this issue!

My children would love all these prizes... So if you win, expect a visit from me. Thank you in advance.



DOCTOR WHO
ADVENTURES



This week's **LETTERS**

YOUR
LETTERS
AND PICS

Time Agent UPLOAD

WIN!

The Top Time Agent will have the chance to win a £1000 prize! This is a moneyback guarantee! We would not stand for this!

Enemies ahead



Colourful moment in the history of the Cybermen!

The Sixth Doctor



Greetings DWA! My name's **Aaron Lowe** and I'm a massive Who fan. Imagine my excitement when I got to meet Sixth Doctor actor Colin Baker!

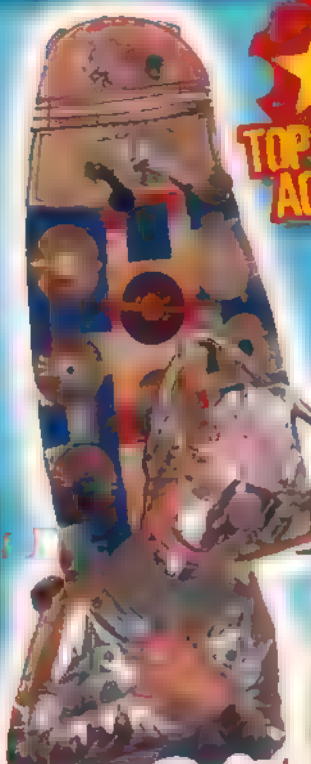
Top tracker!



Cyberbaby!

Megan Holmes, 11
This caddy and dummy don't fool us one bit... it's still a scary Cyberman!

TOP TIME AGENT



Major Dalek danger

Hi DWA! My name's **Isaac Collier** and here I am as a Cyberman, before and after being exterminated by this devilish Dalek!



Start uploading!

Upload by post!
DOCTOR WHO ADVENTURES,
BBC Worldwide, Room A1136,
80 Wood Lane, London W12 0TT.
Upload by email!
dwa@bbc.co.uk - email from
4-5pm on Fridays and you
could get a personal reply!



Sensational soothsayer!

Hi DWA! My name's **Jemilia Page** and I'm six. After watching *The Fires of Pompeii* with my mum, I dressed up as a Sister! I hope you like my costume!

Fan alert!

Hi DWA! I have become a massive Doctor Who fan! I love watching the show every Saturday with my big brother Theo who's 30. My mum buys DWA for me every week and I love it!

We're really pleased to hear it, Roan - you've got great taste!

Sinister Sontaran



Joseph Lynch, 10
This is an awesome Sontaran, Joseph!

Monster mix

Dylan Green, 8
These fabulous creatures give us the creep!



Partners in time



Liam Colclough, 11
We're loving this fab drawing of our favourite time-travellers!

Ood food

Natasha Robinson, 10
What a scary-looking biscuit! We hope it was yum!



WRITE TO US EVERY WEEK!

DOCTOR YOU!

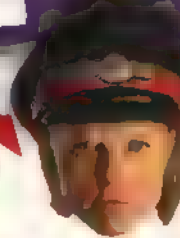
Send in pics of YOU dressed as the Doctor or his companions!



Time TEASERS

Get your grey matter going with our pesky puzzlers!

PARALLEL PICTURE!



Captain Price here. Show me what you're made of and find all five differences in the pictures below, soldier!

1



2



Number crunch



This message uses numbers instead of the alphabet. Can you help the Doctor work out what it says?

Clue: 1=A, 2=B, 14=M, 25=Z

25 15 21 10 19 15 14 7

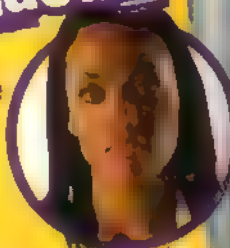
13 21 18 20 5 14 4

19 15 15 14

For extra points, who is this message from?

Spooky shadows

Help Martha investigate who these shadows belong to...



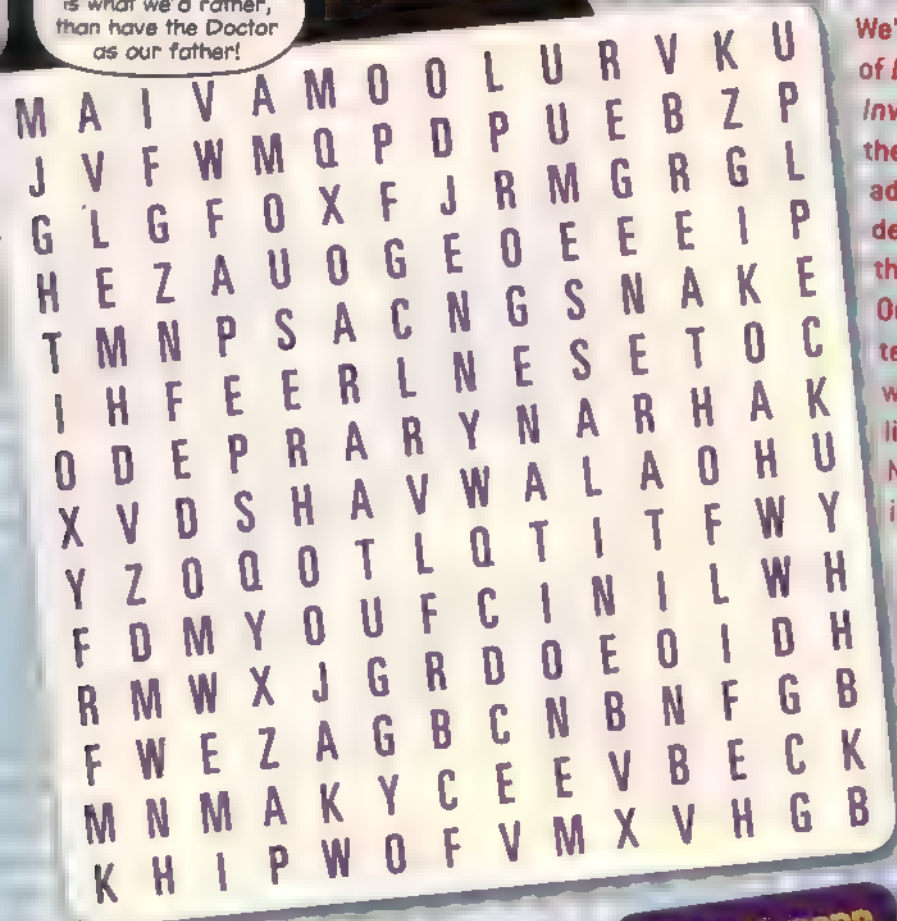
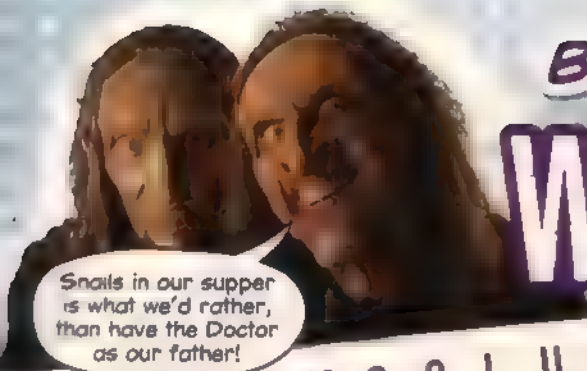
ANSWERS:

1. The two pictures are identical. 2. The original picture is a painting of a scene from the movie 'The Great Escape'. The man in the blue dress is a prisoner, and the man in the suit is a guard. The woman in the dark dress is a nurse, and the man in the suit is a doctor. The puzzle is a 'parallel picture' puzzle, where the two pictures are identical, and the goal is to find five differences. The differences are: 1. The man in the blue dress is holding a small object. 2. The man in the suit is wearing a different tie. 3. The woman in the dark dress is wearing a different dress. 4. The man in the suit is wearing a different shirt. 5. The background is different.

NEW
PUZZLES
EVERY WEEK!

Bloodtide and Doomfinger's

WOVENWORDSEARCH



We've got four audiobook copies of *Doctor Who and the Auton Invasion* up for grabs! Follow the Third Doctor on his first adventure as he faces the deadly Autons – remember them from *Rose* in Series One? To win, just tell us which word on the list below is **NOT** hidden in the puzzle!

WIN!



Bloodtide put gunge in my tea once as a joke. Little did she know that green tea is my favourite.

GENERAL COBB
JENNY PECK
PROGENATION
MESSALINE

HATH
THE SOURCE
MOUSE
REGENERATION
BREATH OF LIFE

HOW TO ENTER:

Send your answer in a sealed envelope, along with your name, age and address to: Who Search, DOCTOR WHO ADVENTURES Issue 67, PO Box 114, Leatherhead, Surrey KT22 9DG. Or text WHOB SEARCH 67 plus your answer along with your name, age and address to 83010*

Competition closes: **23 June 2008**

Prizes cost 25p plus usual network charges. Always ask the bill payer before sending. For full competition terms and conditions, see page 28

Gunge gang

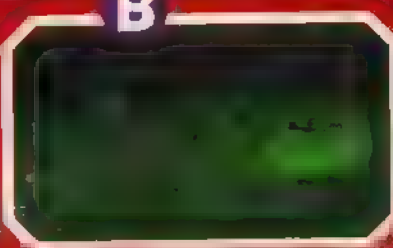
Study these pictures and guess who's emerging from these gooey tanks!

A

B

C

D



Email your Who questions to dwa@bbc.co.uk with WHO KNOWS! in the subject heading. We'll answer the best ones!

Contact Doctor Who Adventures
Write: BBC Worldwide, Room A1136,
90 Wood Lane, London W12 0TT
Email: dwa@bbc.co.uk
Don't forget to include your name, age,
address and phone number

DWA subscription: 0844 815 0017
All other enquiries: 020 8433 3396
When you write in, please send us your details
along with anything else, in a sealed envelope

THE TEAM on their fave bit of The Doctor's Daughter

EDITOR Mervyn Lister Jenny in the spaceship
DEPUTY EDITOR Annabel Gibson The running
SENIOR ART EDITOR Paul Lang Donna's wife
ART EDITOR Steve Clarke Jenny coming back to life
PICTURE EDITOR Sheila Box Posh saving Martha
POWER M&M M&M Martha being saved by the Master
FREELANCER Lisa Millett Donna's G.I. Jane joke
JANITOR Richard Ashmore Chris from School
TRAVEL EDITOR Jenny Mervyn my dad!

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Two hearts

Q Does the Master have two hearts like the Doctor?

Callum Flanders

A As far as we know, all Time Lords have two hearts, so the Master shouldn't be any exception. Although back in the 1980s, after the Master had used up all his regenerations, he stole the body of an innocent man from Traken called Tremas, so it's possible he only had one heart from then on. We were told in *The Sound of Drums* that the Master had been 'resurrected' by the Time Lords to fight in the Time War, so it's likely he got his second heart back then, along with his ability to regenerate.

The Fourth Doctor with poor Tremas, before the Master stole his body!



The Scarecrows were a Family affair

The straw soldiers

Q How did the Family of Blood control the Scarecrows? Bailey Abson

A Son of Mine told Baines former Headmaster that he was an expert in molecular fringe animation. He was going to be the one to control them with their minds.

The Family controlled the Scarecrows, however, as all the Scarecrows look identical. So, rather than taking over existing scarecrows, it looks as if the Family of Blood made their invisible ship - meaning it's possible that so many more alien than straw and rags went into their creation.

The Family's invisible spaceship





NEXT ISSUE

DOCTOR • WHO ADVENTURES

Free!

MISS IT
AND MISS OUT!



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POSTER

Host
mask



Host halo
spinner

HOST MASK,
HALO SPINNER
AND GIANT
POSTER!



Plus!
Forest of
the Dead



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Thursday
12 June

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ACROSS THE UNIVERSE EVERY THURSDAY

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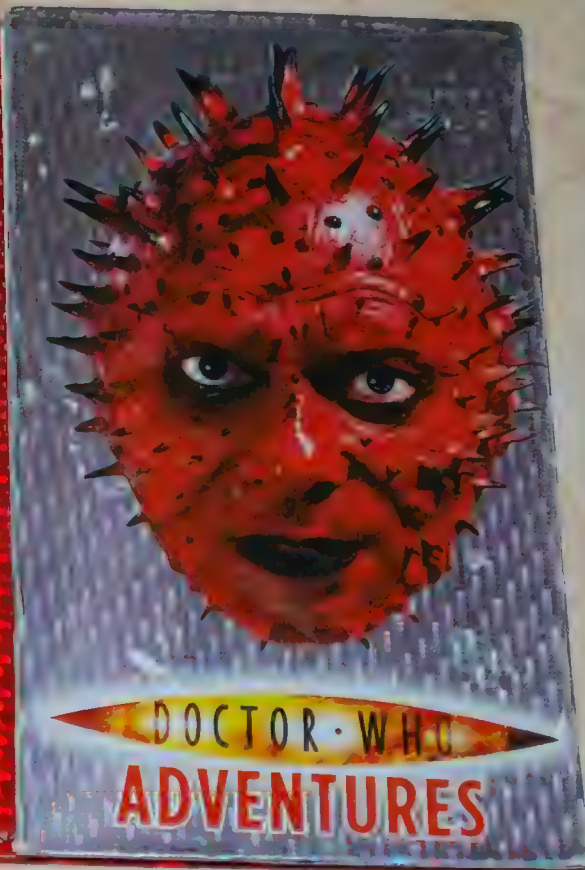
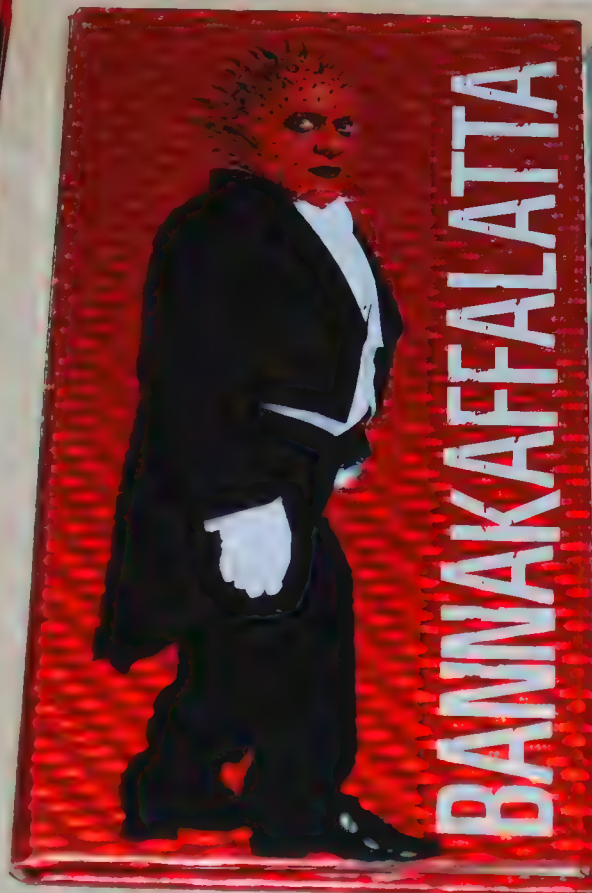
What are you afraid of?



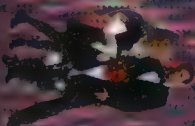
The brightest magic comes from your darkest fears ...
read the spine-chilling Wardstone Chronicles and discover
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for your chance to win a SONY PSP!

Closing date for competition entries 31 07 08 See website for details.



BANNAKAFFALATTA
CROSS!



BIG NOISE! MUCH SHOUT!

BANNAKAFFALATTA
HAPPY!



BANNAKAFALATTA



DOCTOR · WHO
ADVENTURES

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BANNAKAFFALATTA
CYBORG!

Run from the shadows!

Stay out of the dark and look out for this week's issue of *Doctor Who Adventures*. You can't miss it. It's bright green and there's a skeleton on the cover!

We've got everything you need to prepare you for this Saturday's scary episode, *Forest of the Dead*.

Crammed with creature features, you can also find out about the natural Ood in our monster fact file.

We've got a cool new game for you to play, too. Can you get to the other side of the board before the Vespiform catches up with you! Hope so!

This issue comes with a free Bannakaffalatta notebook, pen and stickers of the cheeky cyborg. Don't miss it!

PLUS:

- **Fourfantastic posters:** *The Fires of Pompeii*, *Forest of the Dead* and Judoon and the Doctor and Martha.
- **Tales from the TARDIS:** Watch out for a big explosion at the end of *The Poison Sky*!
- **Quiz:** Test your knowledge on *Silence in the Library*.
- **Secrets:** How the Doctor's daughter cartwheeled to safety!
- **Doctor's Data:** All about bad boy Luke Rattigan.
- **Comic strip:** Part two of *Continuity Cap*– the world's gone mad for the Doctor and Donna!
- **Time Teasers:** Spooky Shadows, Parallel Picture and more!
- **Who knows!:** How many hearts does the Master have and how did the Family control the Scarecrows?
- **Win:** Goodies up for grabs!
- **Subscription offer:** Subscribe and you'll get a FREE *Doctor Who –Creatures and Demons* book!
- **ALL THIS AND LOADS MORE!**

Doctor Who Adventures issue 67, priced £2.10, is out on Thursday 5 June. Locate and buy your copy now!

From: Doctor Who Adventures [timeagentnewsletter@bbc.co.uk]
Sent: 06 June 2008 13:02
To: [redacted]
Subject: Count the shadows!

Categories: Time Agent Newsletters

If you are having trouble reading this newsletter, [view the online version](#).



Time Agent Newsletter

COUNT THE SHADOWS!
Hello Time Agents,

Our new issue is **out now** and it's packed full of **skeleton scares**! But before you set off to buy it, remember to count your shadows. If you've got **more than one**, you're in trouble! We suggest you run even faster than normal to buy your new **Doctor Who Adventures** and hope the **Vashta Nerada** can't keep up.



This week's issue comes with a **free Bannakaffalatta notebook, pen and stickers** - perfect for fans of the spiky little cyborg!

Inside, we look at our top five bits from last week's chilling episode, **Silence in the Library**, and there's a special preview of this week's adventure, **Forest of the Dead**. Where has Donna gone? Why is her face on a creepy Node? Will the Doctor escape the shadows? Who is River Song? So many questions! Not long now to wait for the answers!



This issue we've also got a new **Who board game** for you! It's called **House of Horrors**. You have to see how fast you can race your friends around Lady Eddison's stately home. There are lots of clues for you to solve and a vile **Vespiform** hot on your tail. Buzzzzzz!

We've also got a tricky **quiz on episode eight** for you to test how well you remember last week's adventure, a fun fact file on the **natural Ood**, secrets from **Doctor Who Confidential** on how Jenny flipped her way to safety on planet Messaline and loads more!

See you next Thursday!

The DWA Team

DID YOU KNOW?
Remember the **Doctor's flashback** in episode seven? Well, you can find out what really happened when the Doctor went to Belgium to find **Charlemagne** in a new story called **The Lonely Computer** on the official **Doctor Who website**, www.bbc.co.uk/doctorwho.

TIME AGENT UPLOAD
Please keep sending us your letters and pictures of your favourite monsters and characters from **Doctor Who**. Email us at dwa@bbc.co.uk, putting **UPLOAD** in the subject line - we read every letter!

WHO KNOWS!
Confused by something or want to know more? Email all your **Doctor Who** queries to us at dwa@bbc.co.uk, putting **WHO KNOWS!** in the subject line - we'll print answers to the best ones we get.

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